

What is claimed is:

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1. A game device having a controller operated by a player
in accordance with game music, comprising:
5 commercially available music CD reproducing means for
reading recorded content from a commercially available music
CD to reproduce music as game music based on the recorded content
read;

commercially available CD judgement means for reading
10 recorded content from a commercially available music CD to judge
whether or not the commercially available music CD is a
predetermined commercially available music CD based on the
recorded content read;

operation timing data storage means for storing operating
15 timing data indicative of timings at which the player should
operate the controller in accordance with the game music
reproduced based on the recorded content read from the
predetermined commercially available music CD; and

music game execution means for causing the commercially
20 available music CD reproducing means to reproduce music as game
music based on the recorded content read from the commercially
available music CD, in response to a judgment such that the
commercially available music CD, of which recorded content is
read by the commercially available music CD judgment means, is
25 the predetermined commercially available music CD, and for
guiding timings at which the player should operate the controller
in accordance with the game music reproduced, based on the
operation timing data.

30 2. A game device according to claim 1, wherein
the commercially available music CD judgement means
includes judgement data storage means for storing beforehand

at least a part of the recorded content of the predetermined commercially available music CD as judgement data, and judges whether or not the commercially available music CD, of which recorded content is read by the commercially available music
5 CD judgement means, is the predetermined commercially available music CD by comparing the judgement data and the recorded content of the commercially available music CD, read by the commercially available music CD judgement means.

10 3. An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available
15 music CD reproducing function for reading recorded content from a commercially available music CD to reproduce music based on the recorded content read, wherein

the information storage medium stores operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance
20 with the game music reproduced based on the recorded content read from a predetermined commercially available music CD, and program code, as at least a part of the game program code, for causing the computer to function as

commercially available music CD reproducing means for
25 reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read by using the commercially available music CD reproducing function;

commercially available CD judgement means for reading
30 recorded content from a commercially available music CD by using the commercially available music CD reproducing function to judge whether or not the commercially available music CD is the

predetermined commercially available music CD based on the recorded content read; and

music game execution means for causing the commercially available music CD reproducing means to reproduce music as game
5 music based on the recorded content read from the commercially available music CD, in response to a judgement such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgement means, is the predetermined commercially available music CD, and for
10 guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

4. A method for controlling a game device equipped with a commercially available music CD reading and reproducing function and having a controller operated by a player in accordance with game music, the method comprising:

a commercially available music CD reproducing step of reading recorded content from a commercially available music
20 CD to reproduce music as game music based on the recorded content read by using the commercially available music CD reproducing function;

a commercially available CD judgement step of reading recorded content from a commercially available music CD by using
25 the commercially available music CD reproducing function to judge whether or not the commercially available music CD is a predetermined commercially available music CD based on the recorded content read;

an operation timing data obtaining step of obtaining
30 operating timing data indicative of timings at which a player should operate the controller in accordance with the game music reproduced based on the recorded content read from the

predetermined commercially available music CD; and

a music game execution step of effecting reproduction of music as game music at the commercially available music CD reproducing step based on the recorded content read from the commercially available music CD, in response to a judgement such that the commercially available music CD, of which recorded content is read at the commercially available music CD reproducing step, is the predetermined commercially available music CD, and of guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

5 A game distribution device for distributing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music CD reproducing function for reading recorded content from a commercially available music CD to reproduce music based on the recorded content read,

15 wherein

20 the game distribution device distributes operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music CD, and program code, as at least a part of the game program code, for causing the computer to function as

25 commercially available music CD reproducing means for reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read by using the commercially available music CD reproducing function;

commercially available CD judgement means for reading recorded content from a commercially available music CD by using the commercially available music CD reproducing function to judge whether or not the commercially available music CD is the predetermined commercially available music CD based on the recorded content read; and

music game execution means for causing the commercially available music CD reproducing means to reproduce music as game music based on the recorded content read from the commercially available music CD, in response to a judgement such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgement means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

6. A game distribution method for distributing game program code and game data for causing a computer to function as a game device having controller operated by a player in accordance with game music, the computer being equipped with a commercially available music CD reproducing function for reading recorded content from a commercially available music CD to reproduce music based on the recorded content read, the method comprising:

an operation timing data distribution step of distributing operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music CD; and

a program distribution step of distributing program code, as at least a part of the game program code, for causing the

computer to function as

commercially available music CD reproducing means for
reading recorded content from a commercially available music
CD to reproduce music as game music based on the recorded content
5 read by using the commercially available music CD reproducing
function;

commercially available CD judgement means for reading
recorded content from a commercially available music CD by using
the commercially available music CD reproducing function to judge
10 whether or not the commercially available music CD is the
predetermined commercially available music CD based on the
recorded content read; and

music game execution means for causing the commercially
available music CD reproducing means to reproduce music as game
15 music based on the recorded content read from the commercially
available music CD, in response to a judgement such that the
commercially available music CD, of which recorded content is
read by the commercially available music CD judgement means,
is the predetermined commercially available music CD, and for
20 guiding timings at which the player should operate the controller
in accordance with the game music reproduced, based on the
operation timing data.

Sub. B1) 7. A game device of which controller is operated by a player
25 in accordance with game music, comprising:

commercially available music reproducing means for
reading recorded content from a commercially available music
information storage medium which records at least music data,
to reproduce music as game music based on the recorded content
30 read;

commercially available music information storage medium
judgement means for judging whether or not the commercially

available music information storage medium, recording content of which is read by the commercially available music reproducing means, is a predetermined commercially available music information storage medium;

5 operation timing data storage means for storing operating timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from the predetermined commercially available music information storage
10 medium; and

music game execution means for causing the commercially available music reproducing means to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a
15 judgement such that the commercially available music information medium, of which recorded content is read by the commercially available music reproducing means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the
20 game music reproduced, based on the operation timing data.

8. An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game
25 music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium which records at least music data, to reproduce music based on the recorded content read, wherein
30 the information storage medium stores operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance

with the game music reproduced based on the recorded content
read from a predetermined commercially available music
information storage medium, and program code, as at least a part
of the game program code, for causing the computer to function
5 as

commercially available music information storage medium
reproducing means for reading recorded content from a
commercially available music information storage medium to
reproduce music as game music based on the recorded content read
10 by using the commercially available music information storage
medium reproducing function;

commercially available music information storage medium
judgement means for reading recorded content from a commercially
available music information storage medium by using the
commercially available music information storage medium
15 reproducing function to judge whether or not the commercially
available music information storage medium is the predetermined
commercially available music information storage medium based
on the recorded content read; and

music game execution means for causing the commercially
available music information storage medium reproducing means
to reproduce music as game music based on the recorded content
read from the commercially available music information storage
medium, in response to a judgement such that the commercially
25 available music information storage medium, of which recorded
content is read by the commercially available music information
storage medium judgement means, is the predetermined
commercially available music information storage medium, and
for guiding timings at which the player should operate the
30 controller in accordance with the game music reproduced, based
on the operation timing data.

9. A game device having a controller operated by a player in accordance with game music, comprising:

music data reproducing means for obtaining music data from a music data distribution server via a communication network to reproduce music as game music based on the music data obtained;

music data judgement means for judging whether or not the music data obtained by the music data reproducing means is predetermined music data;

operation timing data obtaining means for obtaining operation timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the predetermined music data; and

music game execution means for causing the music data reproducing means to reproduce music as game music based on the music data, in response to a judgement such that the music data obtained by the music data reproducing means is the predetermined music data, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

10. An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, wherein the information storage medium stores, as at least a part of the game program code, program code for causing the computer to function as

music data reproducing means for obtaining music data from a music data distribution server via a communication network to reproduce music as game music based on the music data obtained;

music data judgement means for judging whether or not the music data obtained by the music data reproducing means is predetermined music data;

operation timing data obtaining means for obtaining operation timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the predetermined music data; and

5 music game execution means for causing the music data reproducing means to reproduce music as game music based on the music data, in response to a judgement such that the music data obtained by the music data reproducing means is the predetermined music data, and for guiding timings at which the player should
10 operate the controller in accordance with the game music reproduced, based on the operation timing data.

11. A game device having a controller operated by a player in accordance with game music, comprising:

15 a commercially available music information storage medium reproducer which reads recorded content from a commercially available music information storage medium recording at least music data, to reproduce music as game music based on the recorded content read;

20 a commercially available music information storage medium judgement unit which judges whether or not the commercially available music information storage medium, of which recorded content is read by the commercially available music information storage medium reproducer, is a predetermined commercially
25 available music information storage medium;

an operation timing data storage medium which stores operating timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from the
30 predetermined commercially available music information storage medium; and

a music game execution unit which causes the commercially

available music information storage medium reproducer to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgement such that the commercially available
5 music information storage medium, of which recorded content is read by the commercially available music information storage medium reproducer, is the predetermined commercially available music information storage medium, and guides timings at which the player should operate the controller in accordance with the
10 game music reproduced, based on the operation timing data.

12. An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game
15 music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium recording at least music data, to reproduce music based on the recorded content read, wherein
20 the information storage medium stores operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music
25 information storage medium, and program code, as at least a part of the game program code, for causing the computer to function as

a commercially available music information storage medium reproducer which reads recorded content from a commercially
30 available music information storage medium to reproduce music as game music based on the recorded content read by using the commercially available music information storage medium

reproducing function ;

5 a commercially available music information storage medium judgement unit which reads recorded content from a commercially available music information storage medium by using the commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially available music information storage medium based on the recorded content read; and

10 a music game execution unit which causes the commercially available music information storage medium reproducer to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgement such that the commercially available
15 music information storage medium, of which recorded content is read by the commercially available music information storage medium reproducing function, is the predetermined commercially available music information storage medium, and guides timings at which the player should operate the controller in accordance
20 with the game music reproduced, based on the operation timing data.

13. Game program code for causing a computer to function as a game device having a controller operated by a player in
25 accordance with game music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium recording at least music data, to reproduce music based on the
30 recorded content read, the game program code for

receiving operation timing data, as at least a part of the game data, indicative of timings at which the player should

operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music information storage medium;

5 reading recorded content from a commercially available music information storage medium to reproduce music as game music based on the recorded content read by using the commercially available music information storage medium reproducing function;

10 reading recorded content from a commercially available music information storage medium by using the commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially
15 available music information storage medium based on the recorded content read; and

causing the commercially available music information storage medium reproducing function to reproduce music as game music based on the recorded content read from the commercially
20 available music information storage medium, in response to a judgment such that the commercially available music information storage medium is the predetermined commercially available music information storage medium; and

25 guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.